

Figure 1: A line plot showing the performance of various active learning methods over 1000 iterations. The y-axis represents performance (0.0 to 1.0) and the x-axis represents iterations (0 to 1000). The methods are: Uniform (black), US (blue), BALD (purple), QBC (orange), Core-Set (green), Graph (light green), Hier (dark green), HintSVM (cyan), QUIRE (light blue), DWUS (dark blue), MCM (brown), ALBL (pink), and LAL (red). LAL shows the fastest convergence to a performance of 1.0. DWUS shows a significant dip in performance around iteration 500 before recovering.

